Amendments to the Specification:

Applicant presents replacement paragraphs below indicating the changes with insertions indicated by underlining and deletions indicated by strikeouts and/or double bracketing.

Please replace paragraph [0031] with:

[0031] Turning to figure 3, a flow chart of a typical multimedia process is show. Assume a user wishes to view a DVD. An application will be launched to allow the user to view a DVD. The application has a graphical user interface (GUI) allowing the user to perform such functions as play, stop, pause, fast forward, and rewind. In block 302, the user selects the play button and the application sends a message to the media engine component of media foundation. The message contains the information that the application wishes to view a DVD. In block 304, the media engine sends messages to media session and the topology loader telling these blocks to start playing a DVD. In block 306, the topology loader sets up the topology. The topology provides a path that the data streams take through the media and stream sources, the transforms, and the media and stream sinks. ~~In block 308, the~~ The topology loader will pass this topology on to the media processor. The media processor sets up and implements the topology. In block [[310]] 308, the media processor will send messages to the core layer components to instantiate the objects called out by the topology loader. In addition to calling the core layer objects in the proper order and passing data between the objects, the data rate is controlled such that the audio and video are synchronized and rendered at the desired rate. The data rate can be determined in the media session. In block [[312]] 310, the media session will query each object to determine that the desired rate can be supported and pass a message to the media processor with the rate information. In block [[314]]

312, the media processor determines the clock rate of a rate determining object in the core level, usually a media sink, and sets this clock rate. In block [[316]] 314, the media processor then calls the core level and passes data between objects as required by the topology. The data is ultimately rendered to the speakers and monitor by media sinks.